

Index

Symbols

101 e-Learning Seminar Methods 43, 65

A

abstraction 1, 5, 13, 14
 Accessibility 111
 Accrual 115
 Activity Sequence 91
 adaptivity 200
 advanced pattern user 151
 aggregated groups 170
 agile software development 258, 270
 Alexander, Christopher 2, 3, 4, 5, 6, 7, 8, 10,
 11, 15, 16, 108, 116, 118, 119, 130, 136,
 137, 145, 171, 181, 182, 183, 189, 258,
 269, 272, 273, 274, 275, 277, 279, 280,
 282, 283
 Alexander's fifteen properties of living centers
 272, 273, 275, 279, 282
 Alternatives 48, 53, 58
 anchored instruction 237, 241, 242
 application programming interface (API) 228,
 230, 232, 233
 architecture 272, 283
 ArgueGraph 73
 Artifactual approach 11
 ASK-LDT 138
 Assessment patterns 76
 Asynchronous JavaScript and XML (AJAX)
 153
 Austrian Federal Ministry for Education, Arts
 and Culture 43
 AUTC Learning Designs Project 43

B

beginner pattern user 151, 161
 behavioral patterns 170, 171, 175, 178
 Bergin, Joseph 258, 259, 270
 blended learning 149, 168
 BMUKK Virtual School Austria Scenario De-
 scription 43
 Bologna Process 62

C

Canonicity and breach 115
 Catalog of didactic models 44
 Classroom Display design pattern 200, 205,
 206, 215, 216
 cognitive psychology 258
 collaborative Learning Designs 138
 Collaborative Learning Flow Patterns (CLFP)
 73, 74, 75, 77, 78, 79, 80, 81
 Collaborative Reflection Workshop 119, 121,
 122, 124, 125, 126, 128
 Collage 74, 75, 81, 82, 83, 85
 Comments 48, 52, 53, 59
 community-based learning 182
 community of practice 151, 167
 Computer Assisted Assessment (CAA) 220,
 221, 222, 224, 225, 233, 234
 computer-mediated communication (CMC)
 165, 167
 computer mediated interaction 181
 computer scientists 272
 Computer-Supported Collaborative Learning
 (CSCL) 72, 73, 74, 75, 76, 77, 78, 79,
 80, 83, 84, 85, 138, 147
 constructivism 191, 238, 239

constructivism, moderate 191
 constructivistic didactic 193
 content management system (CMS) 164
 Conversational Framework 86, 87, 88, 95, 96, 97, 98, 99, 100, 101, 102, 103
 Copper 138
 core problem 31, 32
 COSMOS Project 44, 138
 Cozy Dinner 188
 creativity 247, 248, 249, 250, 253, 254
 CSCL scripting design patterns 72
 CSCL scripts 72, 73, 74, 75, 76, 77, 78, 83, 85
 Cumulativity 111

D

Data Map XML 231
 democratizing design knowledge 107
 design-based research (DBR) 109, 111
 Design Narratives 113, 115, 119, 121, 123, 124, 125, 126, 127, 128
 Design Narratives Workshop 119, 121, 123, 124, 126, 127, 128
 design patterns 2, 4, 8, 11, 12, 13, 16, 17, 18, 72, 73, 74, 76, 77, 78, 83, 84, 136, 139, 171, 178, 179, 199, 200, 202, 203, 204, 205, 216, 217, 218, 247, 248, 249, 250, 257, 272, 274
 Design Patterns Workshop 119, 121, 124, 125, 128
 Design pattern templates 45
 Design Scenarios Workshop 119, 121, 124, 128, 129
 design teaching 170
 Didactical Patterns of the Project VIB 64
 didactic design pattern, didactic motivation 191, 192
 didactic design pattern, implementation 191, 192, 193
 didactic design pattern, metadata 191, 192
 didactic design pattern, reflection 191, 192
 didactic design patterns 191, 193, 197
 Didactic Process Map (DPM) 135, 137, 138, 140, 141, 142, 143, 144, 145
 Didactic Scenarios 137
 digital media 61, 62, 64, 65, 66, 67
 digital native 151

digital tools 86
 Discussion Forum 20, 21, 33
 Draw-And-Tell game 123

E

Early Bird pattern 259, 264, 265, 266, 268
 e-assessment 13, 199, 200, 202, 203, 204, 209, 216, 217, 218
 ecosystems 225, 226
 educational modeling languages (EMLs) 136, 148
 educational patterns 2, 15, 61, 62, 64, 65, 66, 67, 69
 educational scenarios 272, 273, 275, 277, 278, 279, 283
 educational taxonomies 272, 273, 275, 276, 277
 effective learning designs 137
 Ehrenfels, Christian von 23, 39
 Einsiedler, Wolfgang 63
 e-learning 43, 45, 54, 62, 65, 107, 108, 110, 111, 130, 170, 171, 173, 178, 199, 217, 220, 221, 228, 234
 E-Learning Design Patterns Repository 3
 E-Learning patterns 2
 e-learning research community 72
 e-learning seminars 43
 e-learning system 186
 electronic learning 149
 ELectures Portal University of Freiburg 69
 E-LEN Pattern Repository 64
 E-LEN Project 152
 empirical navigational paths 170, 174, 178
 end-user software engineering 166
 envelope 120
 eQuestionnaires 220, 221, 222, 224, 225, 227, 228, 230, 231, 235
 e-teaching 62, 63, 66, 67, 69, 70, 71
 ethereal abstractions 107
 European Pattern Languages of Program conference (EuroPLoP) 3
 expert knowledge 4, 107, 116, 128
 Explicit notation 136
 Expressiveness 111
 Extensible Markup Language (XML) 153, 158
 eXtreme Programming 186

F

- faceted classification 161
- feedback 191, 193, 194, 195, 196, 197, 198
- feedback, anonymous 196
- feedback, non-anonymous 196
- Feedback on Feedback design pattern 200, 205, 206, 214, 215
- flow patterns 248, 250, 255
- folksonomy 161
- formative assessment 199, 200, 201, 202, 205, 207, 209, 211, 213, 214, 215, 217, 218
- formative e-assessment (FEASST) 199, 200, 205, 206, 216
- Functional-pragmatist orientation 111

G

- Gang-of-Four 8
- general didactical patterns 170, 174, 177
- General Didactics 174
- generic model 86
- generic teaching method 41
- Gestalten 24, 29
- Gestalt Laws 23
- Gestalt psychologists 22, 23, 29
- Gestalt psychology 22, 39
- Gestaltqualität 23, 38
- Gestaltqualitäten 23, 24, 39
- Gestalt theory 23, 39
- Goethe 23, 26, 39
- Goethe's Morphology 23
- GoogleMaps 222, 225, 227, 228, 229, 231, 232, 233, 234
- grammar 272, 274, 275
- Granularity 1, 5, 14
- Graphical Learning Modeller 47
- Graphical Representation 44, 47, 51, 52, 53, 57
- groupware systems 247, 248
- Grundlagen hypermedialer Lernsysteme 64, 71

H

- Handbuch Didaktischer Modelle 65
- human-centric 154
- human-computer interaction (HCI) 258
- humanization 152
- human-to-human communication 149

Hundred Years' War 240

I

- ICOPER 90, 91, 92, 103, 105
- Identification-Development-Refinement (IDR) 164, 169
- idSpace project 248, 254
- IMS-LD 136, 138
- IMS Learning Design (IMS-LD) 74, 75, 81, 82
- instructional methods 61
- intellectual property rights (IPR) 151, 160
- interaction design 181
- interactive questions 221
- internal laws 23
- Introspective approach 11

J

- Jigsaw Group 143
- JISC Mod4L Project 44
- JISC Pedagogical Vocabularies Project 44, 54
- Joan of Arc 240, 241
- Joint Information Systems Committee (JISC) 43, 44, 46, 54, 199, 200

K

- knowledge, explicit 261, 265, 268, 270, 271
- knowledge, implicit 257
- knowledge, procedural 258, 259, 260, 261, 262, 263, 264, 265, 266
- knowledge, tacit 261, 268, 270, 271
- Koper, Ron 136, 146, 147, 148

L

- language taxonomy 272, 273, 274, 275, 276, 277, 283
- Laurillard, Diana 108, 133, 200, 202, 212, 218
- Laurillard's Conversational Framework 200, 202
- Learning Activity Management System (LAMS) 90, 92, 93, 94, 99, 100, 103, 105, 138, 139, 140, 144, 146, 147
- learning activity patterns 77
- learning aid 150

learning design (LD) 86, 87, 88, 89, 90, 92, 93, 94, 95, 98, 99, 101, 102, 103, 104, 136, 138

learning design patterns 87, 171

Learning Design Support Environment (LDSE) 86, 87, 90, 95, 98, 103

learning environment 170, 171, 172, 174, 175, 178

learning management system (LMS) 75, 193, 196, 197

learning patterns 72, 74, 75, 76, 77, 80, 81, 84, 172

learning processes 170, 171, 178, 191, 193, 198

learning scenarios 137

learning theories 87, 88, 93, 94, 95, 97, 98, 99, 100, 102, 103

Lerneinheiten 172

Levenshtein-Distance 173, 175

living centers 272, 273, 274, 275, 277, 280, 281, 282, 283, 284

M

manifold methods 42

masking 239, 242, 245

Mask the Task approach 237, 239, 241, 245, 246

measures of central tendency 172, 175, 176

MediaWiki 159, 161

Medium-neutrality 136

meta-patterns 272

meta-pattern structure 191

Methodenausprägungen 63

Methodengroßformen 63

Methodengrundformen 63

micro-navigation 172

middleware 230, 231, 232, 235

MiddleWeb Listserv 254

MindTools 254

Mod4L project 42, 46, 47

MOT+ 138

Multiple Choice Test 33, 34, 35, 37

N

Narrative Spaces design pattern 200, 205, 206, 215, 216

natural language 4

The Nature of Order: The Phenomenon of Life (TNO) (book) 273, 274, 275, 280, 284

navigational patterns 171, 176, 177

navigational tree 172

New questionItems pattern 227, 230

Nodding Dog 185, 186

non-generative patterns 155

O

Object-Oriented Programming, Systems, Languages & Applications (OOPSLA) 3, 16

object-oriented software programming 258

Objects to Talk With design pattern 200, 206, 215, 216

On Gestalt Qualities 23

Online Lecture 25, 27

online presentations 14

online seminars 14

online training 6, 14

On-Site Lecture 27

Open Educational Resources 69

open source software (OSS) 159

optimal matching 170, 172, 173, 174, 175, 177, 178

Orchestral Manoeuvres in the Dark (OMD) 240

Organic.Edunet 44

P

paper-based questionnaires 221

pareto-principle 135, 140, 145

Participatory Methodology for Practical Design Patterns 118, 119

pattern administrator 151, 158, 163

pattern author 151, 152, 154, 155, 160, 163

pattern catalogues 41, 43

pattern community 150, 151, 152, 155, 160, 161, 164, 166

pattern consumers 151, 152, 160, 161, 163, 165, 166

pattern definitions 79

pattern descriptions 1, 4, 7, 9, 13, 14, 19, 32, 34, 35, 36, 150, 157, 158, 163, 164

pattern engineer 151, 158

pattern evaluator 151

pattern form 150, 156, 158
pattern format 29, 30, 38
Pattern Language Network 3, 64
Pattern Languages of Teaching conference 3
pattern languages (PL) 2, 8, 11, 29, 151, 157, 158, 161, 166, 167, 168, 191, 221, 225, 235, 247, 255, 258, 259, 269, 272
pattern management system (PMS) 164, 165
Pattern Mining-Workshops 11
Pattern Oriented Software Architecture (POSA) 8
pattern producers 151, 161, 165, 166
pattern production process (P3) 153, 154, 155, 156, 157, 158, 160, 165, 166
pattern reader 151, 158
patterns 1, 2, 3, 5, 6, 7, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 25, 29, 34, 37, 39, 40, 61, 62, 64, 66, 69, 70, 149-168, 181-190, 257-274, 277
pattern sequence 151
Patterns for Classroom Education 3, 9
pattern shepherd 151, 154, 160
pattern stakeholder 151
pattern story 151
pattern template 29, 37, 38
pattern user 151, 161, 163
pattern Writers' Workshop participant 151
pattern writing processes 258
pedagogical community 181
pedagogical design patterns 73, 78, 88, 90, 93
pedagogical pattern language 272
Pedagogical Pattern Project (PPP) 3, 64, 88, 141, 152, 183, 258, 259
pedagogical patterns 3, 88, 90, 91, 92, 94, 95, 102, 103, 137, 146, 181, 182, 183, 184, 189, 272, 273
pedagogical tool 149
pedagogic scenario collections 41, 43
Peer Review 48, 52, 59
Person-Centered e-Learning (PCeL) patterns 45
Phoebe Pedagogic Planner 45
Planning and Preparation phase 195, 196
PLoP conference 141, 187
Portland Pattern Repository 258
PO-SW-PMS 165

practical enquiry days 199, 205, 214
practical enquiry days (PED) 200, 202, 204
Pragmatism 109, 133
Problem of Abstraction 26
Project Blog 30
project management 181, 183
proto-pattern 155, 156, 157, 158, 160
Public Subject Identifier (PSI) 66
Purism 109

Q

quality without a name (QWAN) 273
Question and Test Interoperability (QTI) 220, 222, 225, 227, 228, 229, 231, 232, 233, 234, 235, 236

R

Real World Patterns 5
References 48, 53, 59
related patterns 4, 8
RELOAD 138, 148
Resources 48, 57
resulting context 78, 80, 82, 83
Roles 48, 57
Round and Deep design pattern 200, 205, 206
RUBcast-Portal University of Bochum 69
Rule of Three 157

S

Schema theory 1
Sentence Arrange Test 34
Sequence of Activities 48, 57, 90, 91, 92, 95
Shared Group Space 20, 21, 22, 33
shepherding 160
shepherding process 258, 263, 267, 269
Showcase Learning design pattern 200, 204, 205, 206, 209, 214, 215, 216
Simon, Herbert 108, 109, 110, 116, 130, 134
single script learning 75
Six Sigma methodology 254
Six Thinking Hats, Black Hat 251, 252, 253
Six Thinking Hats, Blue Hat 251, 252, 253
Six Thinking Hats Creativity technique 247, 248, 249, 250, 253, 254
Six Thinking Hats, Green Hat 251, 252, 253

Six Thinking Hats, Red Hat 251, 253
 Six Thinking Hats Testimonials 254
 Six Thinking Hats, White Hat 251, 253
 Six Thinking Hats, Yellow Hat 251, 252, 253
 sociable design 165
 Social approach 11
 social bookmarking 156
 social dimension 191
 social experience 165
 socialization 152
 Social Pattern Analysis 171
 social practice 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269
 social requirements 165
 Social Web 149, 150, 151, 152, 153, 154, 156, 157, 158, 160, 161, 162, 163, 164, 165, 166, 168
 socio-technical systems 182
 Soft Scaffolding design pattern 200, 205, 206
 software engineering 181, 182, 183, 257, 272
 software problems 257
 Solution 90, 91, 95
 Standardized notation 136
 strategic planning 253
 Student feedback 44, 48, 50, 53, 59
 student skill assessment 222
 subpatterns 272
 symbiotic relationship 165

T

Table-Top Concept Mapping 123, 127
 targeted consulting 177
 Teacher Reflection 48, 50, 58
 teaching best practices 272
 teaching method 41, 42, 46, 47, 48, 49, 50, 51, 52, 53, 56, 58
 teaching patterns 172
 Technical University Clausthal 69
 technology-enhanced educational scenarios 44
 technology-enhanced learning (TEL) 158
 Technology-neutrality 136
 techno-pedagogical design patterns 184
 TELL project 74, 79, 85, 90, 91, 92, 103, 105, 138, 139
 The Nature of Order 29, 39

The Timeless Way of Building 10
 thick description 114
 This Reminds Me Of exercise 123
 Three-Hats discussion 123
 TimeLine multimedia service 229, 235, 236
 TinyWiki 159
 traceability 111
 Transparency 111
 Try Once, Refine Once design pattern 200, 205, 206, 212, 214, 215, 216
 Tübingen, Germany 182, 189
 Type of Assessment 48, 57

U

unified modelling language (UML) 45, 222, 236
 unit of assessment (UoA) 222, 224, 225, 234
 University of Applied Sciences in Dortmund 186
 University of Hamburg 181, 187, 188
 Use My Stuff design pattern 200, 219
 User Actor concept 222, 223

V

VCQ pattern 238
 ViB Project 45
 VideoClipQuests (VCQ) 237, 238, 240, 241, 242, 243, 244, 245, 246
 video clips 237, 238, 239, 240, 241, 243, 244, 245
 videos 237, 238, 239, 240, 241, 242, 243, 244, 245, 246
 Virtualization in Education (ViB) 45

W

Wear Your Skills on Your Shirt design pattern 200
 Web 2.0 150, 168, 169, 220, 222, 225, 227, 228, 229, 230
 Web 2.0 services 228, 230
 Webcasts 68
 Web-Didaktik 172, 174, 178, 179
 WebQuests 48, 51, 52, 56, 57, 58, 59, 237
 Wertheimer, Max 22, 23, 24, 39, 40
 Wholeness 5

Index

Wholeness and Design 28
Whole Parts 21, 22
Wiki 2, 6, 154, 158, 159, 160, 163, 167
workflow 153, 154, 156, 158, 160
Writer's Workshop 3, 9, 10, 11, 151, 160, 164,
 186, 187

Y

Yahoo! Interaction Pattern Library Authors
 Group 152
YouTube 241, 245